ATARI® XE™ VIDEO GAME CARTRIDGE

Rescue on Fractalus!™

by Lucasfilm Games™

Game Manual

Atari Corporation is unable to guarantee the accuracy of printed material after the date of publication and disclaims liability for changes, errors, or omissions. Reproduction of this document or any portion of its contents is not allowed without the specific written permission of Atari Corporation.

Rescue on Fractalus! was created by the Lucasfilm Games Division: The game was designed and programmed by David Fox (Project Leader), Loren Carpenter (Lucasfilm Computer Graphics Project), Charlie Kellner, Peter Langston (Games Group Leader). Contributions and support by Gary Winnick, David Levine, James St. Louis, and Douglas Crockford. Special thanks to George Lucas.

ATARI, the ATARI logo, XE, and XL are trademarks or registered trademarks of Atari Corporation. Anti-Matter Bubble (AMB) Torpedo, Dirac Mirror Shield, Droid, Droidcraft, Ethercorps, Etheric Navigation System, Etherwave, Fractalus, Jaggi, Jaggies, Kalamar, Lucasfilm Games, Modified Valkyrie Class Fighter, Rescue on Fractalus!, V-Wing, Yolea Malura, and all other character names and elements of game fantasy are trademarks of and © 1985, Lucasfilm Ltd. (LFL); all rights reserved, Atari Corporation, authorized user.

ATARI

Copyright © 1985, Lucasfilm Ltd.
All rights reserved.

Copyright © 1987, Atari Corporation
Sunnyvale, CA 94086
All rights reserved.

TABLE OF CONTENTS

INTRODUCTION 1
Wanted: Air Pilots 1

PLAYING THE GAME 2
System Requirements 2
Getting Started 2
How to Play 3
Rescuing Pilots 4
Fighting the Jaggies 5
The Mother Ship 6
Modified Valkyrie Controls 6

SCORING 10

ONE LAST WORD 11

INTRODUCTION

Wanted: Air Pilots

All right! Listen up! You've got a right to know why you're here—why they suddenly need us Air Pilots.

A life and death struggle is raging throughout this grubby galactic quadrant. It's us against the Jaggies and they've just upped the stakes. They've dug in on Fractalus, the most inhospitable planet this side of the Kalamar system. It's a neat trick. Our highly trained Ethercorp pilots were holding their own in space battle, but down on Fractalus it's a different story. We're losing anywhere from five to fifty Space Pilots at a clip. Our job's to rescue those spacers.

Here's how it works. They've rigged up a Mother Ship to ferry us within booster range of Fractalus. That's where it gets sticky. The Jaggies have got defenses on that planet—gun emplacements, saucers, the works. And Fractalus is one hot cauldron of craggy mountains and canyons, covered by the worst air you've ever flown in. It's thick cyanitric acid—it'll dissolve your flight suit within minutes. Finally, there's the planet's hyper rate of rotation. The nine-minute days have driven more than one pilot nuts.

But there's good to go with the bad. You'll have Modified Valkyrie Class Fighters, the best pure fighters we've got. And don't call them V-Wings—that's not the correct terminology. To make room for those Space Pilots they had to strip out a lot of the offensive weaponry. But they did install a Dirac Mirror Shield. It can take a big hit, but you pay for each one out of your energy reserve.

The one offensive weapon they left us is hot: the AMB—Anti-Matter Bubble—Torpedo. It'll destroy a target if it hits anywhere near it!

Finally, each Valkyrie's been fitted with the Etheric Navigation System, a computer-enhanced viewscreen which overlays your forward Main Window. It lets you see where you're going in Fractalus' acid smog atmosphere.

That's it. Stand by for training and then get going.

PLAYING THE GAME

System Requirements

First off, requisition the following equipment from Ethercorp Central Supply:

- Atari XE game system console, or XL™ or XE computer
- Color TV or color monitor
- Joystick
- Atari XE keyboard (optional)

Getting Started

OK. The pre-flight operations should be second nature to you. Here are the instructions right out of the Ethercorp Air Pilot Training Manual. Do 'em or you don't take off.

1. Connect your Valkyrie controls. With your computer turned off and the joystick plugged in, insert the Rescue on Fractalus! cartridge into your computer's cartridge slot.
2. Switch on all systems. Turn on your TV or monitor, then press the **[Power]** key to turn on the system. You'll see the Mother Ship automatically launching a Valkyrie Fighter. The control panel then appears.

   Note: In this manual, two keys listed together (such as **[Shift] [Select]**) means you should press both keys at the same time.

3. Select a mission plan. Press **[Select]** or push forward on the joystick handle to increase the skill level. Press **[Shift] [Select]** or pull back on the joystick handle to decrease the level. You may start on any level from 1 to 30. Unless you make another selection, you begin each game at level 4.

   You can skip up to three levels at a time by pushing forward on the joystick handle. The point bonus for completing a level will be higher if you skip levels.

Level	What You'll Find
1	No Jaggies.
2 and 3	Few Jaggi gun emplacements; these increase in number as you advance levels.
4 through 15	The number of Jaggies increases as you progress through the levels. More gun emplacements and saucers, and more pilots to rescue.
16 and above	Nine minute days and nights. During the night visibility is nil and you have only your instruments to guide you.

To view a demonstration mission, press **[Option]**. The demonstration mission is flown by Droidcraft. These Droids fire at Jaggies, but, unlike you, are too unskilled to rescue pilots.

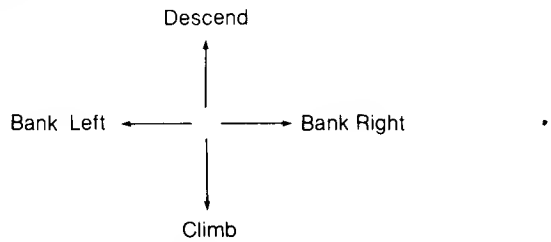
4. Initiate launch. Press **[Start]** or the joystick fire button to begin the game.
5. Press **[Option]** **[Start]** on the console or **[Esc]** on the keyboard to pause the mission; press again to resume.

How to Play

The game begins when you're launched into space from the Mother Ship. With stops at the Mother Ship for refueling and letting off rescued pilots, the game continues at increasing levels until your ship is destroyed.

After launch, entry into the yellow atmosphere of Fractalus is under computer control. When you see MANUAL above your Main Window, you're on your own. Your steering instrument is the joystick handle. It'll take you just where you want to go if you use it as shown below.

Joystick Controls



Your AMB Torpedo launcher is the joystick fire button. Press it once for each torpedo you want to launch.

Rescuing Pilots

Rescuing pilots—it's your number one priority. Here's how it's done.

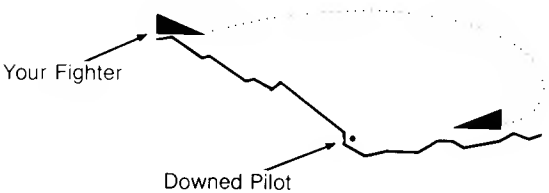
Watch for pilots on your Long Range Scanner. When you're within range of a pilot, your Long Range Scanner beeps and flashes. Press **[Start]** or **[L]** to land immediately. Once landed, press **[Start]** or **[S]** to turn off your systems.

When your systems are off you'll see PILOT IN RANGE if you're OK or SHIP OFF SCOPE if you're off the mark and need to reposition.

If SHIP OFF SCOPE appears, try zeroing in by noting your compass reading, pressing **[Start]** or **[S]** to turn your systems back on, and using your joystick handle to turn in place until the ship is centered on your Long Range Scanner. If it's still off scope or the PILOT TOO FAR message appears, press **[Option]** or **[——→]** to activate your thrusters and move your ship closer. Once you land within range, press **[Start]** or **[S]** to turn off your systems.

If you can see the spaceship from your Main Window, you'll be able to see the pilot running towards you. If you can't see the pilot running towards you, the ship is probably below you in a valley. To get the pilot in view, fly over the ship, land, and then turn 180 degrees.

Rescuing a Downed Pilot



Most of our pilots wear white helmets, but if you see a pilot with a purple helmet, you're about to rescue an Ace Pilot, worth ten times more than a regular pilot. These guys are rare—after all, they are Aces!

Listen for a knock and then press **[Select]** or **[A]** to open your airlock and let the spacer in.

When the pilot is safely on board, press **[Option]** or **[Right Arrow]** to increase thrusters and take off.

Don't turn your engines or systems on again until the pilot is safely inside and the air lock door is closed, otherwise the powerful energy field around your ship burns the pilot to a crisp.

When pilots board, they give you their energy cells to help you replenish your energy level. Ace Pilots carry more cells than regular pilots.

While the commander and I were on Fractalus we were able to pick up Lieutenant Ace Space Pilot Yolea Malura. She's come to the training session to give you some idea of what you're up against.

"Thank you, Lieutenant. I'm here with you today because I was one of the lucky ones. A number of my fellow pilots never had a chance. I tell you, those Jaggies stop at nothing. Somehow they manage to attack before the pilots can defend themselves. We've got to find out how they do this or we won't have a chance.

"It's going to take guts and cunning. I hope you guys have what it takes."

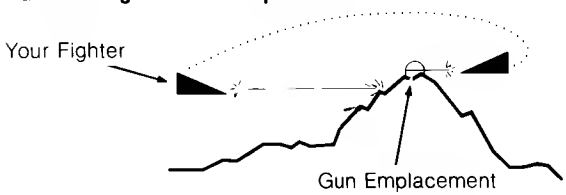
Fighting the Jaggies

The commander and I have scoped out the Jaggies weapon systems. Here's what we found:

The most common Jaggi weapons are gun emplacements. These automated emplacements appear as green domes on the mountain peaks and fire high-energy ion beams at your ship. To destroy a Jaggi emplacement, center it on your scope and fire an AMB. Before you land to rescue a pilot, destroy any nearby emplacements. Yes, they can get you in the air AND on land.

If you are unable to knock out a gun emplacement centered on your scope, your AMB Torpedo is hitting a mountain slope. Fly over the gun emplacement, turn 180 degrees, and then fire again.

Maneuvering to Hit an Emplacement



You'll also find inertialess suicide saucers. They're usually in the higher altitudes but they sometimes dive into canyons. A hit from a saucer drains more energy than a hit from a gun emplacement.

The Mother Ship

The Mother Ship will return to your sector to check on your progress. If you're low on energy, it tries to show up sooner. If you've rescued your quota (or more) of pilots or need energy, and the Mother Ship is near, press **[Option] [Select]** or **[B]** to fire your booster rockets, dock on the Mother Ship, recharge your energy cells, and safely deliver the rescued pilots. From the Mother Ship, press **[Start]** or the joystick fire button to continue your rescue mission.

If you've rescued your quota or more, you're promoted to the next level. If you haven't made your quota, you continue at the same level.

If you make it to the tougher missions, you may do night flying where the light gradually fades until you can see nothing through your Main Window. You fly by relying on your instruments and wits alone.

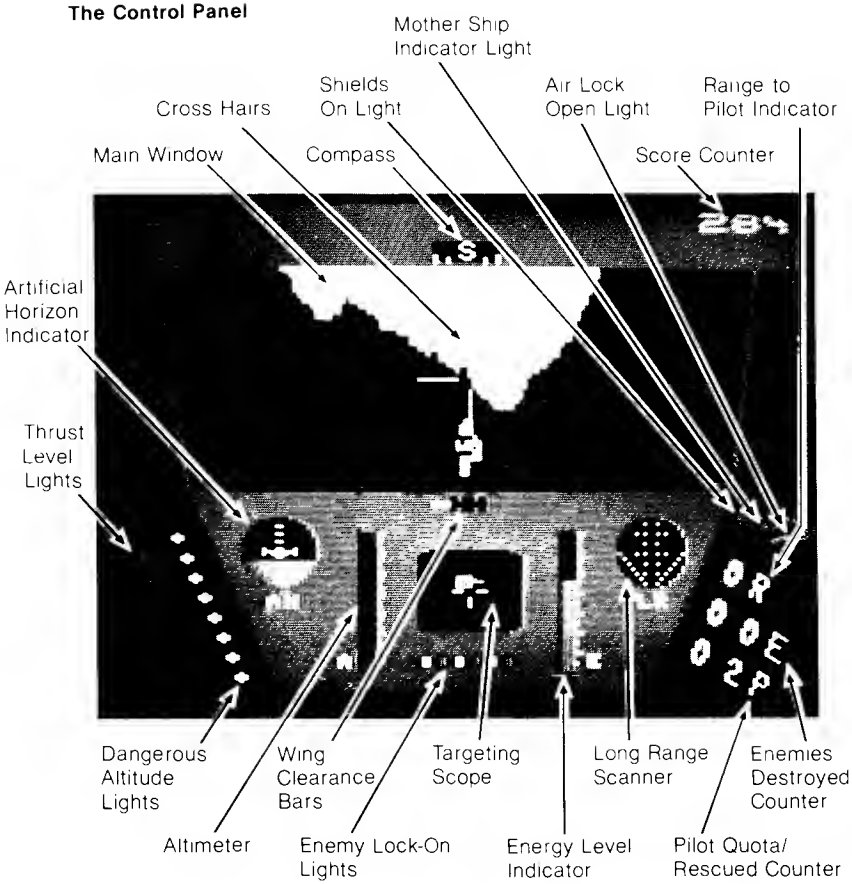
Modified Valkyrie Controls

Here's a rundown of your Valkyrie control instruments:

Action	Console Key	Keyboard Key
Land.	[Start]	[L]
Turn systems on/off (when landed).	[Start]	[S]
Open air lock (when landed).	[Select]	[A]
Increase thrust.	[Option]	[——→]
Decrease thrust (while flying).	[Select]	[←——]
Fire boosters.	[Option] [Select]	[B]

Pressing **[Option] [Select] [Start]** all at once (or **[Break]** from the keyboard) restarts the game from the beginning. The current score is lost, but not the high scores.

The Control Panel



Air Lock Open Light Turns on when the air lock is open.

Altimeter Shows the altitude of the terrain (the dark red bar) and the ship's altitude (the light blue bar). Your altitude above ground is shown by the length of the light blue bar. If the light blue bar isn't showing you've either landed, crashed, or are about to crash.

Artificial Horizon Indicator Shows if your ship is banking (left or right), or climbing or descending (up or down).

Compass Gives you a sense of direction when making turns or locating an overflown pilot.

Cross Hairs Appear on the Main Window when the enemy is visible.

Dangerous Altitude Lights Turn on when your ship moves close to the ground. All lights are lit when you land.

Enemies Destroyed Counter Shows the number of emplacements and saucers you have destroyed.

Enemy Lock-On Lights Flash when your ship is analyzing stray radiation. When an enemy gun emplacement is about to lock on to your ship, all these lights go out, then turn on one-by-one. When all lights are on, the enemy fires. Use evasive maneuvering to cause the enemy to "lose lock."

Energy Level Indicator Displays changes in the energy level. The level indicator changes color as it decreases and flashes and beeps when the energy level is critically low. You gain energy each time you rescue a pilot. Your energy cells are completely recharged each time you return to the Mother Ship.

Long Range Scanner Picks up the pilot's emergency signal and displays it as a blip. The V shape on the Scanner shows the field of view in front of your ship; your position is at the bottom of the V. When you are within two units of a downed ship, the Scanner flashes and beeps continuously. You will then be in range to pick up that pilot.

Main Window Shows the view from your cockpit.

Mother Ship Indicator Light Flashes when the Mother Ship is within range.

Pilot Quota/Rescued Counter Shows the number of pilots you need to rescue to meet your quota. Every time you pick up a pilot, the number decreases. It flashes when you reach your quota and then counts the number of pilots (starting at 1) you rescue beyond your quota.

Range to Pilot Indicator Shows the ship's relative distance to the pilot. When no pilots are close by, "0" is shown.

Score Counter Shows your accumulated points. The score counter resets to zero when you begin a new game or reset your system.

Shields On Light Shows when your Dirac Mirror Shields are on. These shields go on automatically to give you some protection when you collide with the enemy or scrape the ground. However, they can't handle the side of a mountain at full throttle!

Targeting Scope Shows you Jaggi emplacements, saucers, and downed ships. When there are a number of objects, the cross hairs in the scope target the closest one.

Thrust Level Lights Turn on as engine thrust increases.

Wing Clearance Bars Show the distance from your wing tips to the nearest mountain. These bars are helpful when you are making a tight turn in a canyon.

SCORING

Of course, on-board computers are recording your achievements out there. It all goes on your record. At the end of the mission, your points (along with those of your squadron buddies) show up on the Ethercorp Intelligence High Score Table screen. Here's how your points are computed:

Rescuing an Ace Pilot	2000 points
Each pilot returned over quota	1000 points
Each pilot returned to the Mother Ship	500 points
Destroying a saucer	250 points
Level completed	Level x 200 points
Rescuing a pilot	200 points
Destroying a gun emplacement	100 points
Each second of flight	1 point

To make sure you get credit for your mission, enter your name next to your points with the keyboard or the joystick. To use the keyboard, type your name and press **[Return]**. To enter your name with the joystick, push or pull the joystick handle until the letter you want appears and press the fire button to select it. You can also use the joystick handle and the fire button to select ← to backspace, and GO to finish your entry.

To erase all high scores, turn off your computer or press **[Reset]**.

If you return to the Mother Ship before you have rescued your quota of pilots, you continue at the same level, and do not earn bonus points. If you continue at a lower level you forfeit your previous score and start the game over.

ONE LAST WORD

□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □

I just received a report from Ethercorps Intelligence. I think you should hear it before you go out. A downed space pilot made Etherwave contact with the Mother Ship and we have a transcript of the final transmission:

"Lieutenant to Mother Ship. Hope you can read me. I've been down here in this atmosphere so long it's started to get to me. I kept the air locks closed as best I could, but they were pretty torn up.

"During the nights I see brief flashes as other ships fall to the surface, but during the days there's nothing to see but this awful yellow acid smog. I had my shield on for awhile, until I realized the Jaggies could still track me. I'd fry anyone trying to rescue me ... so I turned them off and waited. You'll never believe how lonely it is down here, waiting—but it's not quiet. The acid makes a continuous sizzling sound, very faint, but always there, as it eats away at the hull of my ship.

"Hey, what's that? I think I see a pilot running towards me! I knew you guys wouldn't let me down! Wait. There's something weird here. He doesn't look quite right—his helmet's green? Commander! We don't have any ... my God! What the ... it's a ... it's going to ... wha-a-a-a-a-a!"

There's nothing more except Etherwave static. And we haven't been able to raise the pilot on the Emergency Frequency. Get those spacers off that hellhole and fast!

ATARI®

Copyright © 1987, Atari Corporation
Sunnyvale, CA 94086
All rights reserved.
Printed in Hong Kong

C031863
C300019-063 Rev. B
w.w. 6. 1988.